

SYSTEM AND METHOD FOR ENROLLING PLAYER IN A PLAYER TRACKING SYSTEM

ABSTRACT OF THE DISCLOSURE

A system and method for enrolling a player in a player tracking system. A gaming system implements a player tracking system and has at least one gaming machine playable by a player. A host computer is coupled to the at least one electronic gaming machine by a network. The remote system includes a remote device and a remote network interface coupled to the remote device for exchanging data between the host computer and the remote device. The data includes sign-up information to enroll the player in the player tracking system.